



Magnetic Scrolls
Adventure Guide
Apple II

APPLE II GUIDE

Please make a back-up of the disk before using it (using the **COPYA** program supplied with your Apple). Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

Loading

Make sure that any card in slot 3 is an 80 column card. The game checks this slot, and may appear to hang if there is an unknown card in this slot.

If you wish to use the printer, please make sure that a printer card is in slot 1.

To load the adventure, insert the game disk in drive 1 and turn the machine on. The game will then load automatically.

Screen Layout

Once loaded you will notice that the screen is split into two sections.

The top line contains the following information:-

The top left is the name of the room that you are currently in.

The first figure on the right is your score.

The second figure on the right is the number of moves you have made.

The second section is the main playing area, where your commands and the game's responses are displayed.

Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

The adventure will also allow the user to type ahead, even if the program has not yet displayed its prompt.

Editing Your Commands

It is possible to edit your commands using the standard Apple facilities. After pressing ESCape to enter Edit mode, the following allow you to edit the current line:

	Apple II	Apple IIe/IIc
Move left one character	j	Left arrow
Move right one character	k	Right arrow
Move cursor up	i	Up arrow
Move cursor down	m	Down arrow
Delete one character to the left	<-	Delete

More

When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Save

This command enables you to save your current position in the game. Please make sure that you use a newly formatted disk. There are eight possible saved game positions allowed on each disk.

The program will ask you for the drive number and the saved game position; it will then ask you to insert your 'Saved Games' disk. Hitting any key at this point will inform the program that this is done. Should there be any errors, the program will allow three retries before returning to the game.

If you are using drive 1, please make sure you replace the game backup disk.

Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a drive number and game position. Should there be any problems, the program will allow three retries before returning to the game. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off). Please ensure that your printer is switched on before using this feature.

COPYRIGHT WARNING

Copyright subsists in all Rainbird Software documentation, code, and artwork. All rights reserved. No part of this software may be copied or transmitted in any form or by any means. This software is sold on the condition that it shall not be hired out without the express written permission of The Publisher.

Magnetic Scrolls licenses you to make copies of this program for your personal use only, subject to the following conditions:

1. That you destroy or erase copies before parting with the original.
2. That you neither supply or lend copies to another person.

Legal action will be taken against anyone failing to observe these conditions.